Amendments to the specification

Please amend the paragraph at line 24 on page 9 of the specification as follows:

This drawback is overcome in the specific implementation of the audio-based embodiment of the path guide unit 49 described below with reference to Figures [[9]]5 and [[10]]6. In this implementation, unit 49 has four main states (see Figure 5), namely:

- a STANDBY state 110 in which unit 49 resides when not actively providing audio cues to the user;
- a START state 111 entered when the unit first starts to give audio cues to the user for moving along a target path – in this state, the user is always initially located on the path centreline and is assumed not to be moving;
- a MOVING state 112 in which the unit resides when operating to give audio cues to a user that has been detected as moving; and
- a STOPPED state 113 in which the unit resides when operating to give audio cues to a user that has been detected as having stopped.

Please amend the paragraph at line 29 on page 10 of the specification as follows:

The behaviour exhibited by the unit 49 in each of the control regimes is as follows:

Regime A - the user is presented with stereo audio cues with each stereo channel having a characteristic that varies with the distance "d" as described above, for example, with respect to Figures [[7]]3 and [[8]]4;

Regime B - as for regime A with the addition of a world-stabilized sound cue generated so as to appear to come from a point in space a long way off along a projection of the current direction of pointing of the target-path centreline. By "world-stabilized" is meant that the direction from the user's current position to the sound-cue source point does not vary relative to a real-world fixed reference direction as the user

turns their head or body. Generation of a world-stabilized sound cue can be readily effected using a 3D audio spatialisation processor provided that the centreline of the audio output arrangement is known (where the audio output arrangement is stereo headphones, this centreline is simply the direction of facing of the user). This sound cue is generated to be a sound distinct from the audio cues used to indicate the distance "d" and serves to indicate to the user the direction in which the user should face to be pointing along the target path; this sound cue is referred to as the target-path direction cue below.

Regime C - Only the target-path direction cue is provided to the user to enable them to correctly orientate themselves for moving along the target path.